

## 1/12 Newcomers Leaders

1<sup>st</sup> OA: Alice Kitzmiller & Kay Neal (66%) 

2<sup>nd</sup> OA: Lisa Eisenstein & Patricia Burnham (55%)

## 1/15 Tuesday Eve Leaders

1<sup>st</sup> OA: Daniel Koppenhafer & Lewis Temples (73.8%) **WOW!**

2<sup>nd</sup> OA: Mark Mitchell & Andy Heldman (54.7%)

CBA Seminars	CBA	Date/PM	Who	Topic
	0-30	Jan 19	Patrick	Ruff in the Short Hand,
	Sat	12:30P	Hoffman	Dummy Reversal
	99er	Check back for new 99er seminar plans.		
	Tue			

## CBA NLM Games – Play Often!

Mon NLM 7 PM CBA Wed Home Style 11:00 AM CBA

Tues 99er 7 PM CBA Wed 199er 6:30 PM NKY BC

Thurs NLM 7 PM CBA 1st Fri 99er 10:00 AM NKY BC

**0-30 Sat 1 PM CBA (Lecture 12:30 PM) Partner provided**

## Area Tournaments

Jan 16-20 Independence OH R  
Jan 26-27 D11 GNT Finals N/R  
Kettering, OH

Feb 9–10 Owensboro KY S  
Feb 15–17 Louisville, KY S  
Feb 18–24 D11 STaC Unit 154 S

For Details go to <http://www.acbl.org/tournament-calendar/>

Get a team of 4 or 6 and play in the **Grand National Teams District 11 Finals** at the Kettering DBC Jan 26 & 27. Flight C teams making the final four are guaranteed 7.5 **GOLD POINTS**. No better opportunity this close to home all year!

## On Counting – For the Defense! by Steve Moese

Counting shape and HCP on defense can be the

Dummy	You	difference between
♠87	♠AQ10	success and failure. RULE
♥K103	♥92	OF 11: Most play 4 <sup>th</sup> best
♦KQ52	♦AJ32	leads. As opening leader,
♣AJ103	♣K942	check dummy and apply

the rule of 11 yourself to count how many higher cards partner and declarer have. Since partner will play the lower of equals to this trick, you can determine where the remaining honors are. As opening leader's partner, the Rule of 11 helps define how many cards declarer holds higher than the lead. Remember, 4<sup>th</sup> best leads also happen when defense breaks new suits later in the play. Don't forget to count what that means.

Once dummy hits the table, count High Card Points! Add dummy's HCP to yours. Use declarer's bidding to

estimate how many HCP declarer has. Then you know within one or 2 HCP how many HCP partner has. This will help you determine whether partner can possibly have key Honors necessary to defeat the contract.

Finally, we have to decide whether a passive defense or an active defense is better. A passive defense is better when opponents have bid to a thin game and must develop tricks on their own. An active defense is better when we have to take setting tricks before they get theirs. This requires we assess what declarer is trying to accomplish. Our goal is to count declarer's tricks based on how s/he is playing the hand.

♠AQJ108	<Dummy	Partner's ♥8 lead must be top of
♥K10	South	nothing because the rule of 11
♦Q102	declares	fails. Declarer wins your ♥J with
♣982	3N	the ♥Q. The ♠ finesse loses to
Opening	♠K3	your ♠K. What should you do?
Lead: ♥8	♥J93	Declarer has 4♠s, 3♥s, 3-4♦s
	♦K2	when in next (partner would have
	♣J1072	led a ♦ with length there). Now is the time to switch to

♣s. You choose an active attack where partner can help, before declarer runs home with their 9 or 10 tricks.

If there is a long suit in dummy and you have the missing honor, where you sit will determine whether you should prefer active or passive. If you sit in front of dummy (your honor is finessable) **attack** –lead the unbid side suit.

If in front of dummy and dummy needs to ruff (the short trump hand), lead a trump – each trump you lead takes away 2 possible ruffs for declarer (1 in each hand). If you sit behind dummy, you can lead passively (return a trump), knowing the long suit is not running and your side has time to develop defensive tricks.

Dummy>	♠98	←Here opener wins the lead in
South	♥K102	hand with the ♥J and loses the
declares	♦1072	♣K to partner. Partner duly
3N	♣AQJ108	returns a small ♥ to your ♥A.
♠763	Opening	What's next? Lead a small ♦!
♥A954	Lead:	Declarer has 9 tricks in the other 3
♦KJ2	♥4	suits. Hope partner has ♦Ax and
♣762		returns the suit. See <u>Eddie Kantar Teaches Advanced</u>

Bridge Defense, Masterpoint Press (1999). **Keep Counting!**

**Newcomer News 0-30** – “Resolve to Play More Bridge” Mike Purcell 513 702 4007 [mikpur@cinci.rr.com](mailto:mikpur@cinci.rr.com)

This week we had 3 and half tables. Special thanks to Bob Fisk for running the game.

Our leaders this week are:

- 1<sup>st</sup> Alice Kitzmiller & Kay Neal (65.97%) 0.42 Masterpoints
- 2<sup>nd</sup> Lisa Eisenstein & Patricia Burnam (55%) 0.29 Masterpoints
- 3<sup>rd</sup> Beth Wales & Bill Meyers (49.17%) 0.21 Masterpoints
- 1<sup>st</sup> in B: Matisse Peppet & Barry Wauligman (45.83%) 0.11 Masterpoints

Full results for Saturday’s game can be found at: <http://www.cincybridge.com/calendar2/130112A.HTM>

**NO 0-30 GAME Sat 1/26** – There will be a special game at the CBC. The Grand National Team (GNT) District Qualifier is in Dayton.

This Saturday (1/19) Potter Orr will be running the Sat game. Pat Hoffman will present our 12:30 Seminar on Suit Contract Play – Ruffing in the Short Hand, Dummy Reversal.

**NO 0-30 GAME Sat 1/26** – There will be a special International Fund game at the club to play in that Saturday. This game feature special hand analysis by the experts and more masterpoints. Cost is \$9 per person. There is also the Grand National Team (GNT) District Qualifier going on in Dayton that Sat. We will resume as usual Feb 2<sup>nd</sup>.

This week we look at a hand where 18 HCP is all you need to make game when you have extra trump. If you have any questions on these hands or others from Sat, you are welcome to email me.

**Board 1** ♠ 10 9 7 6 2  
 North Deals ♥ K 7  
 None Vul ♦ K 6 3  
 ♣ 6 5 4

♠ A	N	♠ K J
♥ J 10 5	W	♥ Q 9 8 4
♦ 10 9 7	E	♦ Q 5 4 2
♣ A Q 9 8 7 3	S	♣ K 10 2

NS 4♠;  
 EW 2N 1♠;  
 E 1♥

♠ Q 8 5 4 3  
 ♥ A 6 3 2  
 ♦ A J 8  
 ♣ J

**Bidding** – On most deals South will open the bidding 1♠ with 12 HCP and 5 spades. West with 11 HCP and a good club suit will overcall 2♣ (typically 10-16 HCP, 5+ clubs, good clubs if 10-11 HCP). North has 5 spades and 6 HCP. What should North bid? Many folks with a known 10-card major trump fit will jump to game (4♠) on even or favorably vulnerability. Why? Because on many deals you will either make 4♠ (always good) or if you go down it is better than letting the opponents make their contract. By jumping to game right away you make it harder for the opponents to double for penalties because they have less information.

**Play of the Hand** – On any lead declarer (South) has two spade losers, two heart losers (dummies King covers one trick), one diamond loser, and one club loser. However, declarer can ruff out their heart losers in dummy even after drawing trump (even on a 3-0 break). South can also finesse for the ♦Q through their AJ. If the finesse works they can make 4♠. In this case the finesse is on so game makes.

**Post Mortem** – When you have extra trump, preemptive jumps can be very effective. When you have a 5-5 major suit fit going directly to game is often the best play whether it makes or to do better than letting the opponents play their best contract. Note that in the Open game and the Newcomer game even folks who went down in a spade contract still did better than letting opponents play in a club or NT contract.

Bd 1	Scores		MPs	
	N-S	E-W	N-S	E-W
4 ♠ x S	590		7.94	0.06
4 ♠ S	420		5.69	2.31
4 ♠ S	420		5.69	2.31
4 ♠ S	420		5.69	2.31
3 NT W	50		3.44	4.56
4 ♠ N		50	2.31	5.69
4 ♣ E		130	0.63	7.38
3 ♣ W		130	0.63	7.38
2 ♠ S	140		2	0
4 ♠ S		50	1	1
2 NT E		120	0	2

**Looking to improve your game?** If you have an Intel Computer we highly recommend the **free software** offered by the ACBL and developed by Mr. Fred Gitelman. Check it out at: <https://web.acbl.org/LearnToPlayBridge/>